Titanfall 2

A place to keep information and tips for playing Titanfall 2.

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Northstar w/Vanilla+ steam command line options

```
%command% -northstar -vanilla -profile=R2Titanfall
```

Best Loadout

Titanfall 2 lets you customize your loadout extensively. The best loadout is as follows, roughly (expect some disagreement).

- **Tactical**: Grapple
- **Primary**: CAR
- **Secondary**: RE-45
- **Anti-Titan**: Archer or Thunderbolt
- **Grenade**: Firestar
- **Kits**: Fast Regen and Titan Hunter
- **Titan**: Tone

Now, stop. *You can use this loadout*. That doesn't mean you should, though. Use this loadout, or one similar, when you're first getting started with the game, but once you start getting top-of-the-leaderboard with it, branch out and try other (worse) loadouts; you'll find they're just as much fun, if not more.

This leads into something I want to drive home about this game: you should play this game to have fun, not to be competitive. Titanfall 2 is the most fun when you're not trying to playing it optimally, but instead experimenting and trying out different weapons, strategies, titans, and tacticals. Case in point, even though CAR and Tone are the best weapon and titans respectively, you won't see many people using them. There are few things as fun as duping someone with the holo pilot (worst tactical), annihilating someone with an SMR (subpar primary weapon), or trapping a titan with Scorch's flame shield & chewing through their health bar (worst titan), and you won't experience that joy by always using the best loadouts.

Tacticals

Grapple

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Pulse Blade

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Stim

Section Unfinished

Phase Shift

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Cloak

> Cloak does *not* make you fully invisible. It does make you hard for people moving quickly to see. Consequently, it's best to use cloak before you're in a firefight, to hopefully notice your enemy a split second before they notice you. Once you are fighting someone, cloaking is near useless, as tracking a cloaked pilot is very easy.
>
> Cloak does make you nearly 100% invisible to Titans. Very *very* experienced players *can* spot you. Those without such experience will have to wait for you to use your double-jump (your jump-jets are still visible), or guess at where you are. You can make your jump-jets less visible with the Low Profile kit, which makes it practically mandatory if you're planning to use Cloak to aid in rodeoing enemy titans. If you're only planning to use cloak to aid in sniping, Low Profile's usefulness wanes.

> When carrying a battery, the battery still glows green while you're cloaked, so never bother cloaking while holding a battery. Your cloak ends as soon as you fire, so don't bother cloaking if you think you're about to shoot. You *always* want to cloak when ejecting from your titan; you're at your most vulnerable then.

Craftidore

Amped Wall

Section Unfinished

Holo Pilot

Section Unfinished

Titan Tips

Ion

Section Unfinished

Scorch

Section Unfinished

Northstar

Tips For Playing

> A sniper type titan with one of the lowest health pools and one of the highest damage dealing weapons, Northstar has the ability to rip a titan's health apart with only a few shots. However this power comes at the cost of a health pool akin to a wet paper bag and a high skill ceiling.
>
> Northstar's best damage dealer is her primary weapon the plasma railgun. At full charge it is capable of taking nearly a full bar of titan health and it can be just as effective when fired at partial charge. Best of all, if you can hit them, a shot at any charge level instantly vaporizes a pilot. Northstar also has a cluster missile as a secondary damage dealer but is best used to kill any pilots hiding in buildings or to block areas off so you can run. One of the best things you can do to pesky tones or legions giving you trouble with shields is to fire the cluster missile onto the shield and since it spawns projectiles everywhere it can still damage the shielded titan.
>
> The singular most important rule of playing Northstar is be a sniveling coward. All the time. Are you being attacked? Run. Is a titan trying to get close? Run. Is a pilot attacking you with an anti-titan weapon? Kill the bugger or run. Northstar's health pool is too small for you to engage in direct fights with anyone. That being said, don't just run aimlessly, run with intention. Northstar has tether traps which can slow a titan down for a very long time. Plant tether traps around your escape route and at least one will catch a pursuer.

> Unfortunately Northstar's kits aren't all that powerful. Technically Viper thrusters are the best kit but in my nearly 12 hours (as of time of writing) of playtime in Northstar I've used the Vtol abilities maybe 3 times because when you do you're hanging yourself out to dry. I've found threat optics to be the best simply because you can shoot through smoke and see targets better.

Anubis

Tips for Fighting

> “ If the Northstar is good will be one of the most annoying and difficult things a titanfall player will ever do. The most important thing to do is get close the Northstar so she can't use her railgun. Do not engage Northstar from range unless you are a legion or a tone.

Anubis

Ronin

Section Unfinished

Tone

Tips For Playing

> “ Tone is typically considered either the strongest titan or second strongest titan (nothing is more terrifying than an upgraded Monarch). It is especially attrocious due to the relatively low skill floor; you can be an utter menace simply by firing 3 rifle shots then your rockets, rinse and repeat. Even worse, your core is the most powerful; able to obliterate titans from across the map, even ones who are out of sight.
>
> Your shoulder rockets are your main source of damage. After acquiring 3 partial-locks, aim the rockets upward before firing; they'll track toward the locked target, and it's much harder for enemies to dodge rockets coming from the sky. If not upward, fire them to the side of a target (so they'll arc around cover) or backwards (so they arc upward), but never fire them directly at the target, as

> they then become very easy to dodge or shield-block.
>
> Similarly, always fire your core *upward*, not to toward your target. The core's rockets will follow your crosshair, so use that to arc them toward your target from above. You can also use this to make trick shots to hit enemy titans you can't directly see. If, after firing your core, the target you had planned to hit with it is eliminated, you can keep your rockets in the air for quite a few seconds by moving your crosshair so they never settle on a target, allowing you to find an alternate victim.
>
> Reinforced Particle Shield is stupid effective, and easily the best class-specific Kit. The others are fun though and you should try them out.

Craftidore

Legion

> “
> *You shoot your gun. That’s it.*
>
> *…*
>
> *just kidding! There is a lot more to legion than just shooting your gun. Your main weapon IS the predator cannon, and it is a large gun. BUT, all of your ability are reliant on your ammo. This includes the gun shield, power shot, and mode switch. The cannon holds a total of 100 shots (+40 if you have the ammo up chassis equipped) and uses twice the ammo in long range mode. It takes 1.3 seconds to wind the cannon up which can also be reduced to .7 seconds with a perk. Mode switch swaps the cannon from a wide spread, short range cannon to a scoped in, precision machine gun. The short ranged cannon has a wide crosshair that can hit anything in it, with the downside that the farther the enemy is, the less shots that hit them. The long ranged mode has a precise hit-scan that can fire all the way to the other side of the map. The gun shield is sad. It doesn’t cover your whole body, you act like it is still equipped when it is destroyed before its runs out, and it forces you to be wound up the entire time. This doesn’t mean it doesn’t complete its job. Just be careful when you use it. The power shot is a single shot that does great damage in both modes. In melee rang it is a wide shotgun style attack that does full damage to anything in the*

> *crosshair. Vaporizes pilots instantly. In long range, it fires a single shot that can deal a good chunk of damage, and has two perks; it has a single titan pierce, and does splash damage. So you can hit the ground next to the Titan and deal full damage. There is a perk that gives you a 2 shots, with a 35% damage reduction. Use it. The damage reduction doesn't compare to the ability to carry two power shots.*

-Stuey_Ryfter

Monarch

Section Unfinished

Assault Rifles

R-201

Section Unfinished

R-101

Section Unfinished

Hemlok

Section Unfinished

G2

Section Unfinished

Flatline

Section Unfinished

SMGs

CAR

Section Unfinished

Alternator

Section Unfinished

R-97

Section Unfinished

Volt

Section Unfinished

LMGs

Spitfire

Section Unfinished

L-STAR

Section Unfinished

Devotion

Section Unfinished

Snipers

Kraber

Section Unfinished.

The Kraber is super hard to use, and good Kraber users (that is, the ones who aren't campers) deserve your respect.

Double Take

> double take: similar to the kraber but differs in one way. it fires two bullets that each deal 45 damage. the shots are parallel horizontally so you must have your crosshair either directly over the opponents head or body. if aiming any lower than the waist the shots will pass on either side of the player if they are in the direct middle of your crosshair. time you pull the trigger, the gun consumes two shots of ammo. you do have 12 total ammo which adds up two 6 total shots. when using the double take it will usually require at least two shots to kill a pilot unless you land a headshot. THIS IS NOT A CAMPING GUN. works best when you shoot someone move around and do it again. rinse and repeat this strat. if you camp with this gun you will most likely be found before you can get a sufficient number of kills because of the required headshot to kill.

-Stuey_Ryfter

Longbow-DMR

Section Unfinished

Shotguns

Mastiff

> The mastiff is a special type of gun called a shotgun. Rather than firing a swarm of shots, it fires two wide rows of 4 bullets each, which can be shot closer together with ADS. It deals 80 HP per shot, ignoring point-blank shots. Compared to most shotguns, the Mastiff can be used at long ranges. You will just have to adjust your shots to accommodate the slower bullet speeds. you can atach the HCOG ranger to it to get the zoom in for the ranged attacks.

-Stuey_Ryfter

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EVA-8 Auto

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Grenadier

Sidewinder SMR

Section Unfinished

EPG

Section Unfinished

Softball

Section Unfinished.

The Softball is super hard to use, and good Softball users deserve your respect.

Cold War

Section Unfinished

Primary Pistols

Wingman Elite

Section Unfinished

Mozambique

Section Unfinished

Sidearm Pistols

P2016

Section Unfinished

RE-45

> Best secondary, but P2016 is perfectly viable too. Damage dropoff is really nasty, but it is a sidearm... though accuracy while ADSing is surprisingly good. While you might be tempted to ADS due to the excessive bullet spread, that makes it incredibly hard to track pilots; just leave it non-ADSed and let the bullet hose hose bullets.

Craftidore

B3-Wingman

> This is unequivocably the *worst* weapon in the game. Unlike the Kraber, it's not just a weapon requiring high skill, it's actually genuinely bad. The B3 Wingman does a pitiful amount of damage (even headshots), has gosh-awful damage falloff, a slow fire rate, and ironsights that make it nigh-impossible to see what you're aiming at.
>
> To kill someone with a B3 Wingman, you need *every* advantage you can get. It's not enough to notice the enemy first; you'll lose the firefight anyway. It's not enough to hit every shot, even land headshots; you'll lose the firefight anyway. To kill someone with a B3 Wingman, you need to outflank the enemy, hit every shot, have better positioning, dodge their fire, and probably use your tactical too. Every kill is either earned with blood, sweat, and tears, or was a stolen kill.
>
> One might assume from this that you should never use the B3 Wingman. Quite the opposite in fact; it's a surprisingly fun gun to use, in a Darksouls kind of way. Furthermore, you'll find your movement, strategic thinking, and other combat-adjacent skills will improve quite a bit while using this gun, simply out of

> necessity.

Craftidore